

# Package: pryr (via r-universe)

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**Title** Tools for Computing on the Language

**Version** 0.1.6.9000

**Description** Useful tools to pry back the covers of R and understand the language at a deeper level.

**License** GPL-2

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**BugReports** <https://github.com/hadley/pryr/issues>

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---

bytes

*Print the byte-wise representation of a value*

---

### Description

Print the byte-wise representation of a value

### Usage

bytes(x, split = TRUE)

bits(x, split = TRUE)

**Arguments**

x                    An R vector of type integer, numeric, logical or character.  
 split                Whether we should split the output string at each byte.

**References**

[https://en.wikipedia.org/wiki/Two's\\_complement](https://en.wikipedia.org/wiki/Two's_complement) for more information on the representation used for ints.

[https://en.wikipedia.org/wiki/IEEE\\_floating\\_point](https://en.wikipedia.org/wiki/IEEE_floating_point) for more information the floating-point representation used for doubles.

[https://en.wikipedia.org/wiki/Character\\_encoding](https://en.wikipedia.org/wiki/Character_encoding) for an introduction to character encoding, and [?Encoding](#) for more information on how R handles character encoding.

**Examples**

```
## Encoding doesn't change the internal bytes used to represent characters;
## it just changes how they are interpreted!
```

```
x <- y <- z <- "\u9b3c"
Encoding(y) <- "bytes"
Encoding(z) <- "latin1"
print(x); print(y); print(z)
bytes(x); bytes(y); bytes(z)
bits(x); bits(y); bits(z)
```

```
## In R, integers are signed ints. The first bit indicates the sign, but
## values are stored in a two's complement representation. We see that
## NA_integer_ is really just the smallest negative integer that can be
## stored in 4 bytes
bits(NA_integer_)
```

```
## There are multiple kinds of NAs, NaNs for real numbers
## (at least, on 64bit architectures)
print( c(NA_real_, NA_real_ + 1) )
rbind( bytes(NA_real_), bytes(NA_real_ + 1) )
rbind( bytes(NaN), bytes(0/0) )
```

---

 call\_tree

*Display a call (or expression) as a tree.*


---

**Description**

call\_tree takes a quoted expression. ast does the quoting for you.

**Usage**

```
call_tree(x, width = getOption("width"))
```

```
ast(x)
```

**Arguments**

`x`                   quoted call, list of calls, or expression to display  
`width`               displays width, defaults to current width as reported by `getOption("width")`

**Examples**

```
call_tree(quote(f(x, 1, g(), h(i()))))
call_tree(quote(if (TRUE) 3 else 4))
call_tree(expression(1, 2, 3))
```

```
ast(f(x, 1, g(), h(i())))
ast(if (TRUE) 3 else 4)
ast(function(a = 1, b = 2) {a + b})
ast(f())()
```

---

 compose

---

*Compose multiple functions*


---

**Description**

In infix and prefix forms.

**Usage**

```
compose(...)
```

```
f %.% g
```

**Arguments**

`...`                n functions to apply in order from right to left  
`f, g`                two functions to compose for the infix form

**Examples**

```
not_null <- `!` %.% is.null
not_null(4)
not_null(NULL)
```

```
add1 <- function(x) x + 1
compose(add1, add1)(8)
```

---

dots	<i>Capture unevaluated dots.</i>
------	----------------------------------

---

**Description**

Capture unevaluated dots.

**Usage**

```
dots(...)
```

```
named_dots(...)
```

**Arguments**

...                    ... passed in to the parent function

**Value**

a list of expressions (not expression objects). `named_dots` will use the deparsed expressions as default names.

**Examples**

```
y <- 2
str(dots(x = 1, y, z = ))
str(named_dots(x = 1, y, z =))
```

---

enclosing_env	<i>Find the environment that encloses of a function.</i>
---------------	--

---

**Description**

This is a wrapper around [environment](#) with a consistent syntax.

**Usage**

```
enclosing_env(f)
```

**Arguments**

f                    The name of a function.

**Examples**

```
enclosing_env("plot")
enclosing_env("t.test")
```

---

explicit	<i>Tools for making promises explicit</i>
----------	---

---

**Description**

Deprecated: please use the lazyeval package instead.

**Usage**

```
explicit(x)

eval2(x, data = NULL, env = parent.frame())
```

**Arguments**

x	expression to make explicit, or to evaluate.
data	Data in which to evaluate code
env	Enclosing environment to use if data is a list or data frame.

---

f	<i>A compact syntax for anonymous functions.</i>
---	--

---

**Description**

A compact syntax for anonymous functions.

**Usage**

```
f(..., .env = parent.frame())
```

**Arguments**

...	The last argument is the body of the function, all others are arguments to the function. If there is only one argument, the formals are guessed from the code.
.env	parent environment of the created function

**Value**

a function

**Examples**

```
f(x + y)
f(x + y)(1, 10)
f(x, y = 2, x + y)

f({y <- runif(1); x + y})
```

---

fget	<i>Find a function with specified name.</i>
------	---

---

**Description**

Find a function with specified name.

**Usage**

```
fget(name, env = parent.frame())
```

**Arguments**

name	length one character vector giving name
env	environment to start search in.

**Examples**

```
c <- 10  
fget("c")
```

---

find_funs	<i>Find functions matching criteria.</i>
-----------	--

---

**Description**

This is a flexible function that matches function component against a regular expression, returning the name of the function if there are any matches. `fun_args` and `fun_calls` are helper functions that make it possible to search for functions with specified argument names, or which call certain functions.

**Usage**

```
find_funs(env = parent.frame(), extract, pattern, ...)
```

```
fun_calls(f)
```

```
fun_args(f)
```

```
fun_body(f)
```

**Arguments**

env	environment in which to search for functions
extract	component of function to extract. Should be a function that takes a function as input as returns a character vector as output, like <code>fun_calls</code> or <code>fun_args</code> .
pattern	<b>stringr</b> regular expression to results of extract function.
...	other arguments passed on to <a href="#">grepl</a>
f	function to extract information from

**Examples**

```
find_funs("package:base", fun_calls, "match.fun", fixed = TRUE)
find_funs("package:stats", fun_args, "^[A-Z]+$")

fun_calls(match.call)
fun_calls(write.csv)

fun_body(write.csv)
find_funs("package:utils", fun_body, "write", fixed = TRUE)
```

---

find_uses	<i>Find all functions in that call supplied functions.</i>
-----------	--

---

**Description**

Find all functions in that call supplied functions.

**Usage**

```
find_uses(envs, funs, match_any = TRUE)
```

**Arguments**

envs	Vector of environments to look in. Can be specified by name, position or as environment
funs	Functions to look for
match_any	If TRUE return functions that use any of funs. If FALSE, return functions that use all of funs.

**Examples**

```
names(find_uses("package:base", "sum"))

envs <- c("package:base", "package:utils", "package:stats")
funs <- c("match.call", "sys.call")
find_uses(envs, funs)
```



---

ftype	<i>Determine function type.</i>
-------	---------------------------------

---

**Description**

This function figures out whether the input function is a regular/primitive/internal function, a internal/S3/S4 generic, or a S3/S4/RC method. This function is slightly simplified as it's possible for a method from one class to be a generic for another class, but that seems like such a bad idea that hopefully no one has done it.

**Usage**

```
ftype(f)
```

**Arguments**

f                   unquoted function name

**Value**

a character or vector of length 1 or 2.

**See Also**

Other object inspection: [otype\(\)](#), [sexp\\_type\(\)](#)

**Examples**

```
ftype(`%in%`)
ftype(sum)
ftype(t.data.frame)
ftype(t.test) # Tricky!
ftype(writelnLines)
ftype(unlist)
```

---

is_active_binding	<i>Active binding info</i>
-------------------	----------------------------

---

**Description**

Active binding info

**Usage**

```
is_active_binding(x)
```

**Arguments**

x                    unquoted object name

**Examples**

```
x <- 10
is_active_binding(x)
x %<a-% runif(1)
is_active_binding(x)
y <- x
is_active_binding(y)
```

---

is\_promise

*Promise info*

---

**Description**

Promise info

**Usage**

```
is_promise(x)
promise_info(x)
```

**Arguments**

x                    unquoted object name

**See Also**

Other promise tools: [uneval\(\)](#)

**Examples**

```
x <- 10
is_promise(x)
(function(x) is_promise(x))(x = 10)
```

---

make_call	<i>Make and evaluate calls.</i>
-----------	---------------------------------

---

**Description**

Make and evaluate calls.

**Usage**

```
make_call(f, ..., .args = list())
```

```
do_call(f, ..., .args = list(), .env = parent.frame())
```

**Arguments**

`f` Function to call. For `make_call`, either a string, a symbol or a quoted call. For `do_call`, a bare function name or call.

`..., .args` Arguments to the call either in or out of a list

`.env` Environment in which to evaluate call. Defaults to parent frame.

**Examples**

```
# f can either be a string, a symbol or a call
make_call("f", a = 1)
make_call(quote(f), a = 1)
make_call(quote(f()), a = 1)
```

```
#' Can supply arguments individual or in a list
make_call(quote(f), a = 1, b = 2)
make_call(quote(f), list(a = 1, b = 2))
```

---

make_function	<i>Make a function from its components.</i>
---------------	---

---

**Description**

This constructs a new function given its three components: list of arguments, body code and parent environment.

**Usage**

```
make_function(args, body, env = parent.frame())
```

**Arguments**

args	A named list of default arguments. Note that if you want arguments that don't have defaults, you'll need to use the special function <code>alist</code> , e.g. <code>alist(a = , b = 1)</code>
body	A language object representing the code inside the function. Usually this will be most easily generated with <code>quote</code>
env	The parent environment of the function, defaults to the calling environment of <code>make_function</code>

**Examples**

```
f <- function(x) x + 3
g <- make_function(alist(x = ), quote(x + 3))

# The components of the functions are identical
identical(formals(f), formals(g))
identical(body(f), body(g))
identical(environment(f), environment(g))

# But the functions are not identical because f has src code reference
identical(f, g)

attr(f, "srcref") <- NULL
# Now they are:
stopifnot(identical(f, g))
```

---

mem\_change

*Determine change in memory from running code*


---

**Description**

Determine change in memory from running code

**Usage**

```
mem_change(code)
```

**Arguments**

code	Code to evaluate.
------	-------------------

**Value**

Change in memory (in megabytes) before and after running code.

**Examples**

```
# Need about 4 mb to store 1 million integers
mem_change(x <- 1:1e6)
# We get that memory back when we delete it
mem_change(rm(x))
```

---

mem\_used

*How much memory is currently used by R?*


---

**Description**

R breaks down memory usage into Vcells (memory used by vectors) and Ncells (memory used by everything else). However, neither this distinction nor the "gc trigger" and "max used" columns are typically important. What we're usually most interested in is the the first column: the total memory used. This function wraps around gc() to return the total amount of memory (in megabytes) currently used by R.

**Usage**

```
mem_used()
```

**Value**

Megabytes of ram used by R objects.

**Examples**

```
mem_used()
```

---

method\_from\_call

*Given a function class, find corresponding S4 method*


---

**Description**

Given a function class, find corresponding S4 method

**Usage**

```
method_from_call(call, env = parent.frame())
```

**Arguments**

call	unquoted function call
env	environment in which to look for function definition

**Examples**

```
library(stats4)

# From example(mle)
y <- c(26, 17, 13, 12, 20, 5, 9, 8, 5, 4, 8)
nLL <- function(lambda) -sum(dpois(y, lambda, log = TRUE))
fit <- mle(nLL, start = list(lambda = 5), nobs = length(y))

method_from_call(summary(fit))
method_from_call(coef(fit))
method_from_call(length(fit))
```

---

 modify\_call

*Modify the arguments of a call.*


---

**Description**

Modify the arguments of a call.

**Usage**

```
modify_call(call, new_args)
```

**Arguments**

call	A call to modify. It is first standardised with <a href="#">standardise_call</a> .
new_args	A named list of expressions (constants, names or calls) used to modify the call. Use NULL to remove arguments.

**Examples**

```
call <- quote(mean(x, na.rm = TRUE))

# Modify an existing argument
modify_call(call, list(na.rm = FALSE))
modify_call(call, list(x = quote(y)))

# Remove an argument
modify_call(call, list(na.rm = NULL))

# Add a new argument
modify_call(call, list(trim = 0.1))

# Add an explicit missing argument
modify_call(call, list(na.rm = quote(expr = )))
```

---

modify_lang	<i>Recursively modify a language object</i>
-------------	---

---

**Description**

Recursively modify a language object

**Usage**

```
modify_lang(x, f, ...)
```

**Arguments**

x	object to modify: should be a call, expression, function or list of the above.
f	function to apply to leaves
...	other arguments passed to f

**Examples**

```
a_to_b <- function(x) {
  if (is.name(x) && identical(x, quote(a))) return(quote(b))
  x
}
examples <- list(
  quote(a <- 5),
  alist(a = 1, c = a),
  function(a = 1) a * 10,
  expression(a <- 1, a, f(a), f(a = a))
)
modify_lang(examples, a_to_b)
# Modifies all objects called a, but doesn't modify arguments named a
```

---

object_size	<i>Compute the size of an object.</i>
-------------	---------------------------------------

---

**Description**

object\_size works similarly to [object.size](#), but counts more accurately and includes the size of environments. compare\_size makes it easy to compare the output of object\_size and object.size.

**Usage**

```
object_size(..., env = parent.frame())

compare_size(x)
```

## Arguments

env	Environment in which to terminate search. This defaults to the current environment so that you don't include the size of objects that are already stored elsewhere.
x, ...	Set of objects to compute total size.

## Value

An estimate of the size of the object, in bytes.

## Environments

`object_size` attempts to take into account the size of the environments associated with an object. This is particularly important for closures and formulas, since otherwise you may not realise that you've accidentally captured a large object. However, it's easy to over count: you don't want to include the size of every object in every environment leading back to the `emptyenv()`. `object_size` takes a heuristic approach: it never counts the size of the global env, the base env, the empty env or any namespace.

Additionally, the `env` argument allows you to specify another environment at which to stop. This defaults to the environment from which `object_size` is called to prevent double-counting of objects created elsewhere.

## Examples

```
# object.size doesn't keep track of shared elements in an object
# object_size does
x <- 1:1e4
z <- list(x, x, x)
compare_size(z)

# this means that object_size is not transitive
object_size(x)
object_size(z)
object_size(x, z)

# object.size doesn't include the size of environments, which makes
# it easy to miss objects that are carrying around large environments
f <- function() {
  x <- 1:1e4
  a ~ b
}
compare_size(f())
```



---

otype	<i>Determine object type.</i>
-------	-------------------------------

---

**Description**

Determine object type.

**Usage**

```
otype(x)
```

**Arguments**

x                    object to determine type of

**Details**

Figure out which object system an object belongs to:

- base: no class attribute
- S3: class attribute, but not S4
- S4: `isS4`, but not RC
- RC: inherits from "refClass"

**See Also**

Other object inspection: [ftype\(\)](#), [sexp\\_type\(\)](#)

**Examples**

```
otype(data.frame())  
otype(1:10)
```

---

parent_promise	<i>Find the parent (first) promise.</i>
----------------	---

---

**Description**

Find the parent (first) promise.

**Usage**

```
parent_promise(x)
```

**Arguments**

x                      unquoted name of promise to find initial value for for.

**Examples**

```
f <- function(x) g(x)
g <- function(y) h(y)
h <- function(z) parent_promise(z)
```

```
h(x + 1)
g(x + 1)
f(x + 1)
```

---

parenv	<i>Get parent/ancestor environment</i>
--------	--

---

**Description**

Get parent/ancestor environment

**Usage**

```
parenv(env = parent.frame(), n = 1)
```

**Arguments**

env                    an environment  
n                      number of parents to go up

**Examples**

```
adder <- function(x) function(y) x + y
add2 <- adder(2)
parenv(add2)
```

---

parenvs	<i>Given an environment or object, return an envlist of its parent environments.</i>
---------	--

---

**Description**

If e is not specified, it will start with environment from which the function was called.

**Usage**

```
parenvs(e = parent.frame(), all = FALSE)
```

**Arguments**

<code>e</code>	An environment or other object.
<code>all</code>	If FALSE (the default), stop at the global environment or the empty environment. If TRUE, print all parents, stopping only at the empty environment (which is the top-level environment).

**Examples**

```
# Print the current environment and its parents
parenvs()

# Print the parent environments of the load_all function
e <- parenvs(parenvs)
e

# Get all parent environments, going all the way to empty env
e <- parenvs(parenvs, TRUE)
e

# Print e with paths
print(e, path = TRUE)

# Print the first 6 environments in the envlist
e[1:6]

# Print just the parent environment of load_all.
# This is an envlist with one element.
e[1]

# Pull that environment out of the envlist and see what's in it.
e[[1]]
ls(e[[1]], all.names = TRUE)
```

---

partial

*Partial apply a function, filling in some arguments.*

---

**Description**

Partial function application allows you to modify a function by pre-filling some of the arguments. It is particularly useful in conjunction with functionals and other function operators.

**Usage**

```
partial(`_f`, ..., .env = parent.frame(), .lazy = TRUE)
```

## Arguments

<code>_f</code>	a function. For the output source to read well, this should be an be a named function. This argument has the weird (non-syntactic) name <code>_f</code> so it doesn't accidentally capture any argument names begining with <code>f</code> .
<code>...</code>	named arguments to <code>f</code> that should be partially applied.
<code>.env</code>	the environment of the created function. Defaults to <code>parent.frame</code> and you should rarely need to modify this.
<code>.lazy</code>	If <code>TRUE</code> arguments evaluated lazily, if <code>FALSE</code> , evaluated when <code>partial</code> is called.

## Design choices

There are many ways to implement partial function application in R. (see e.g. dots in <https://github.com/crowding/vadr> for another approach.) This implementation is based on creating functions that are as similar as possible to the anonymous function that'd you'd create by hand, if you weren't using `partial`.

## Examples

```
# Partial is designed to replace the use of anonymous functions for
# filling in function arguments. Instead of:
compact1 <- function(x) Filter(Negate(is.null), x)

# we can write:
compact2 <- partial(Filter, Negate(is.null))

# and the generated source code is very similar to what we made by hand
compact1
compact2

# Note that the evaluation occurs "lazily" so that arguments will be
# repeatedly evaluated
f <- partial(runif, n = rpois(1, 5))
f
f()
f()

# You can override this by saying .lazy = FALSE
f <- partial(runif, n = rpois(1, 5), .lazy = FALSE)
f
f()
f()

# This also means that partial works fine with functions that do
# non-standard evaluation
my_long_variable <- 1:10
plot2 <- partial(plot, my_long_variable)
plot2()
plot2(runif(10), type = "l")
```

---

rebind	<i>Rebind an existing name.</i>
--------	---------------------------------

---

## Description

This function is similar to `<<-` with two exceptions:

## Usage

```
rebind(name, value, env = parent.frame())
```

## Arguments

name	name of existing binding to re-assign
value	new value
env	environment to start search in.

## Details

- if no existing binding is found, it throws an error
- it does not recurse past the global environment into the attached packages

## Examples

```
a <- 1
rebind("a", 2)
a
# Throws error if no existing binding
## Not run: rebind("b", 2)

local({
  rebind("a", 3)
})
a

# Can't find get because doesn't look past globalenv
## Not run: rebind("get", 1)
```

---

r1s	<i>Recursive ls.</i>
-----	----------------------

---

**Description**

Performs `ls` all the way up to a top-level environment (either the parent of the global environment, the empty environment or a namespace environment).

**Usage**

```
r1s(env = parent.frame(), all.names = TRUE)
```

**Arguments**

env	environment to start the search at. Defaults to the <code>parent.frame</code> . If a function is supplied, uses the environment associated with the function.
all.names	Show all names, even those starting with <code>.</code> ? Defaults to TRUE, the opposite of <code>ls</code>

**Author(s)**

Winston Chang

---

sexp_type	<i>Inspect internal attributes of R objects.</i>
-----------	--

---

**Description**

`typename` determines the internal C `typename`, `address` returns the memory location of the object, and `refs` returns the number of references pointing to the underlying object.

**Usage**

```
sexp_type(x)  
  
inspect(x, env = parent.frame())  
  
refs(x)  
  
address(x)  
  
typename(x)
```

**Arguments**

x                    name of object to inspect. This can not be a value.  
env                  When inspecting environments, don't go past this one.

**Non-standard evaluation**

All functions uses non-standard evaluation to capture the symbol you are referring to and the environment in which it lives. This means that you can not call any of these functions on objects created in the function call. All the underlying C level functions use `Rf_findVar` to get to the underlying SEXP.

**See Also**

Other object inspection: [ftype\(\)](#), [otype\(\)](#)

**Examples**

```
x <- 1:10
## Not run: .Internal(inspect(x))

typename(x)
refs(x)
address(x)

y <- 1L
typename(y)
z <- list(1:10)
typename(z)
delayedAssign("a", 1 + 2)
typename(a)
a
typename(a)

x <- 1:5
address(x)
x[1] <- 3L
address(x)
```

---

show\_c\_source

*Find C source code for internal R functions*

---

**Description**

Opens a link to code search on github.

**Usage**

```
show_c_source(fun)
```

**Arguments**

fun                    .Internal or .Primitive function call.

**Examples**

```
show_c_source(.Internal(mean(x)))
show_c_source(.Primitive(sum(x)))
```

---

standardise\_call        *Standardise a function call*

---

**Description**

Standardise a function call

**Usage**

```
standardise_call(call, env = parent.frame())
```

**Arguments**

call                    A call  
env                      Environment in which to look up call value.

---

subs                    *A version of substitute that works in the global environment.*

---

**Description**

This version of [substitute](#) is more suited for interactive exploration because it will perform substitution in the global environment: the regular version has a special case for the global environment where it effectively works like [quote](#)

**Usage**

```
subs(x, env = parent.frame())
```

**Arguments**

x                        a quoted call  
env                      an environment, or something that behaves like an environment (like a list or data frame), or a reference to an environment (like a positive integer or name, see [as.environment](#) for more details)



## Substitution rules

Formally, substitution takes place by examining each name in the expression. If the name refers to:

- an ordinary variable, it's replaced by the value of the variable.
- a promise, it's replaced by the expression associated with the promise.
- . . . , it's replaced by the contents of . . .

## Examples

```
a <- 1
b <- 2

substitute(a + b)
subs(a + b)
```

---

substitute_q	<i>A version of substitute that evaluates its first argument.</i>
--------------	---

---

## Description

This version of substitute is needed because `substitute` does not evaluate its first argument, and it's often useful to be able to modify a quoted call.

## Usage

```
substitute_q(x, env)
```

## Arguments

x	a quoted call
env	an environment, or something that behaves like an environment (like a list or data frame), or a reference to an environment (like a positive integer or name, see <a href="#">as.environment</a> for more details)

## Examples

```
x <- quote(a + b)
substitute(x, list(a = 1, b = 2))
substitute_q(x, list(a = 1, b = 2))
```

---

track_copy	<i>Track if an object is copied</i>
------------	-------------------------------------

---

**Description**

The title is somewhat misleading: rather than checking if an object is modified, this really checks to see if a name points to the same object.

**Usage**

```
track_copy(var, env = parent.frame(), quiet = FALSE)
```

**Arguments**

var	variable name (unquoted)
env	environment name in which to track changes
quiet	if FALSE, prints a message on change; if TRUE only the return value of the function is used

**Value**

a zero-arg function, that when called returns a boolean indicating if the object has changed since the last time this function was called

**Examples**

```
a <- 1:5
track_a <- track_copy(a)
track_a()
a[3] <- 3L
track_a()
a[3] <- 3
track_a()
rm(a)
track_a()
```

---

unenclose	<i>Unenclose a closure.</i>
-----------	-----------------------------

---

**Description**

Unenclose a closure by substituting names for values found in the enclosing environment.

**Usage**

```
unenclose(f)
```

**Arguments**

f                    a closure

**Examples**

```
power <- function(exp) {  
  function(x) x ^ exp  
}  
square <- power(2)  
cube <- power(3)  
  
square  
cube  
unenclose(square)  
unenclose(cube)
```

---

uneval

*Capture the call associated with a promise.*

---

**Description**

This is an alternative to `substitute` that performs one job, and so gives a stronger signal regarding the intention of your code. It returns an error if the name is not associated with a promise.

**Usage**

```
uneval(x)
```

**Arguments**

x                    unquoted variable name that refers to a promise. An error will be thrown if it's not a promise.

**See Also**

Other promise tools: [is\\_promise\(\)](#)

**Examples**

```
f <- function(x) {  
  uneval(x)  
}  
f(a + b)  
f(1 + 4)  
  
delayedAssign("x", 1 + 4)  
uneval(x)  
x  
uneval(x)
```

---

where	<i>Find where a name is defined.</i>
-------	--------------------------------------

---

### Description

Implements the regular scoping rules, but instead of returning the value associated with a name, it returns the environment in which it is located.

### Usage

```
where(name, env = parent.frame())
```

### Arguments

name	name, as string, to look for
env	environment to start at. Defaults to the calling environment of this function.

### Examples

```
x <- 1
where("x")
where("t.test")
where("mean")
where("where")
```

---

%<a-%	<i>Create an active binding.</i>
-------	----------------------------------

---

### Description

Infix form of [makeActiveBinding](#) which creates an *active* binding between a name and an expression: every time the name is accessed the expression is recomputed.

### Usage

```
x %<a-% value
```

### Arguments

x	unquoted expression naming variable to create
value	unquoted expression to evaluate every time name is accessed

## Examples

```
x %<a-% runif(1)
x
x
x %<a-% runif(10)
x
x
rm(x)
```

---

`%<c-%`*Create a constant (locked) binding.*

---

## Description

Infix wrapper for `assign` + `lockBinding` that creates a constant: a binding whose value can not be changed.

## Usage

```
x %<c-% value
```

## Arguments

<code>x</code>	unquoted expression naming variable to create
<code>value</code>	constant value

## Examples

```
x %<c-% 10
#' Generates an error:
## Not run: x <- 20

# Note that because of R's operator precedence rules, you
# need to wrap compound RHS expressions in ()
y %<c-% 1 + 2
y
z %<c-% (1 + 2)
z
```

---

`%<d-%`*Create an delayed binding.*

---

**Description**

Infix form of `delayedAssign` which creates an *delayed* or lazy binding, which only evaluates the expression the first time it is used.

**Usage**

```
x %<d-% value
```

**Arguments**

<code>x</code>	unquoted expression naming variable to create
<code>value</code>	unquoted expression to evaluate the first time name is accessed

**Examples**

```
x %<d-% (a + b)
a <- 10
b <- 100
x
```

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